COLORADO MAMMOTH SANDLAX TOURNAMENT RU

THE BASICS

- 1. Games are 10 minutes of running clock. No timeouts allowed. No halftime period. No mercy rules.
- 2. Game start and ending determined by central horn blast, except for games that are tied at the end of regulation.
- 3. For pool play games, if a game is tied at the end of regulation, a 2 minute sudden victory period will be played with the first team to score declared the winner. If no winner is determined after the two minutes, the game will be declared a tie. For playoff games, consecutive overtime periods will be played until a goal is scored by either team.
- 4. Footwear is required, with light running shoes or water shoes recommended. No cleats or studs are allowed.
- 5. Required equipment:
 - a. Males: Helmets and gloves.
 - b. Females: goggles and mouthpiece.
- 6. Males: Stick checks only, all other contact will be penalized.
- 7. No long-sticks. No goalie sticks.
- 8. The game ball is a soft lacrosse ball.
- 9. Three players per team on the field at once. No designated positions.
- 10. Substitutions are limitless. Clock will not stop for substitutions.
- 11. No face-offs. Game start will be a 'throw-in' performed by game-timer. Sudden victory periods will begin in the same fashion.
- 12. Out of bounds Team that touched it last becomes defensive team.
- 13. A ball out-of-bounds is one that travels outside the defined playing area.
- 14. US Lacrosse rules for youth divisions, and Federation rules for High School divisions will be enforced.

- 1. Games are played on beach volleyball courts and are 52 to 65 feet long, and 26 to 30 feet wide.
- 2. Goals at each end of the field, elevated above the sand.
- 3. There is a midline separating the field into two halves
- 4. CREASE AREA: SHOT MUST PASS FULLY INTO THE GOAL BEFORE ANY OFFENSIVE PLAYER ENTERS THE CREASE.

NO GOALTENDING

- 1. While on "defense" NO player may stand in front of the goal for longer than 2 seconds.
- 2. A player may run directly in front of the goal as long as he/she does not become stationary in front of the goal for more than 2 seconds.
- 3. If a team is called for "goaltending" or a "2 second violation" there is a penalty shot. (details below)

SCORING

- 1. The scorer must be on his/her offensive half when shooting for the goal to count. Clarification: The entire player and stick must be in the offensive half of the field for a legal shot to be taken. No "heel-on-the-line" shots! This applies to the "air space" above the midfield line as well.
- 2. A point will be recorded when the entire ball enters the goal.
- 3. An offensive player's stick MAY NOT touch the goal while trying to score. Smashing it in is not allowed.

PENALTIES

- 1. All "normal" lacrosse penalties are in effect. (slashing, tripping, illegal body check, etc)
 2. The first penalty committed by a team in a game, regardless of whether the penalized team was in possession of the ball (or neither team had possession), will result in a 30-second penalty to the player who committed the violation.
- 3. A second penalty committed by a team in a game, irrespective of the player, will result in a one-minute penalty regardless of whether the penalized team was in possession of the ball (or neither team had possession). A third team penalty, and all subsequent penalties, will result in a one-minute penalty and a penalty shot that will be awarded to the opposing team.
- 4. If a team finds itself in a two-man-down situation and receives a third penalty before release of other penalties currently being served, a goal will automatically be awarded and all penalties will be released.
- 5. ALL penalties are released on a goal scored except when the goal is scored by a short-handed team.
- 6. Unsportsmanlike and unnecessary roughness penalties are both 90 second penalties AND a penalty shot. Both penalties are unreleasable regardless of goals scored against the
- 7. Intentional sanding, which is the act of purposefully throwing sand in the direction of an opponent, spectator, teammate, official or other attendee, will result in immediate ejection from the game. The team of the penalized player will play man-down for the remainder of that game, including any overtime period(s) should they be required. Should the act be committed in the last two minutes of regulation, or in an overtime period, the penalized player shall be ejected from the game and suspended for the team's next game. In that instance, the team shall not play man-down for the following game unless the team is unable to dress three eligible players due to injury, suspension or other circumstance.

PENALTY SHOT

- 1. A penalty shot is awarded when there is a goaltending violation, two second violation, unsportsmanlike, or unnecessary roughness penalty called.
- 2. A penalty shot is taken 5 feet inside of the offensive zone.
- 3. There is no goalie. (empty bucket)
- 4. The shooting player can roll, throw, or bounce the ball in. (from stick)
- 5. A deflection off fencing does not count.
- 6. No rebounds. Ball is dead on made or missed penalty shot. If penalty shot was awarded due to unsportsmanlike or unnecessary roughness call, the team that took the penalty shot will be awarded possession and a 90 second man-up situation.

AGE ELIGIBILITY

Please see youth division breakdown below:

Age Bracket Born between 6/1/2000 and 10/31/2002 *Ŭ15 Born between 6/1/2002 and 10/31/2004 U13 Born between 8/1/2004 and 10/31/2006 U11 U9 Born on or after 6/1/2006

*U15 Division Note: A player on a U15 division team may already be in high school. As long as the player fits the age division guidelines, the player may appear on a U15 roster.

High School Divisions:

- All players on the roster must be current high school players.
- JV division is made up of underclassmen. NO SENIORS.
- Varsity division: All high school grade levels allowed.

- All players must be high school graduates, 18 years of age or older, and currently enrolled in higher education programs.

A player may only play for one team during the tournament. Players can not go between teams, even if the teams are in different divisions.

